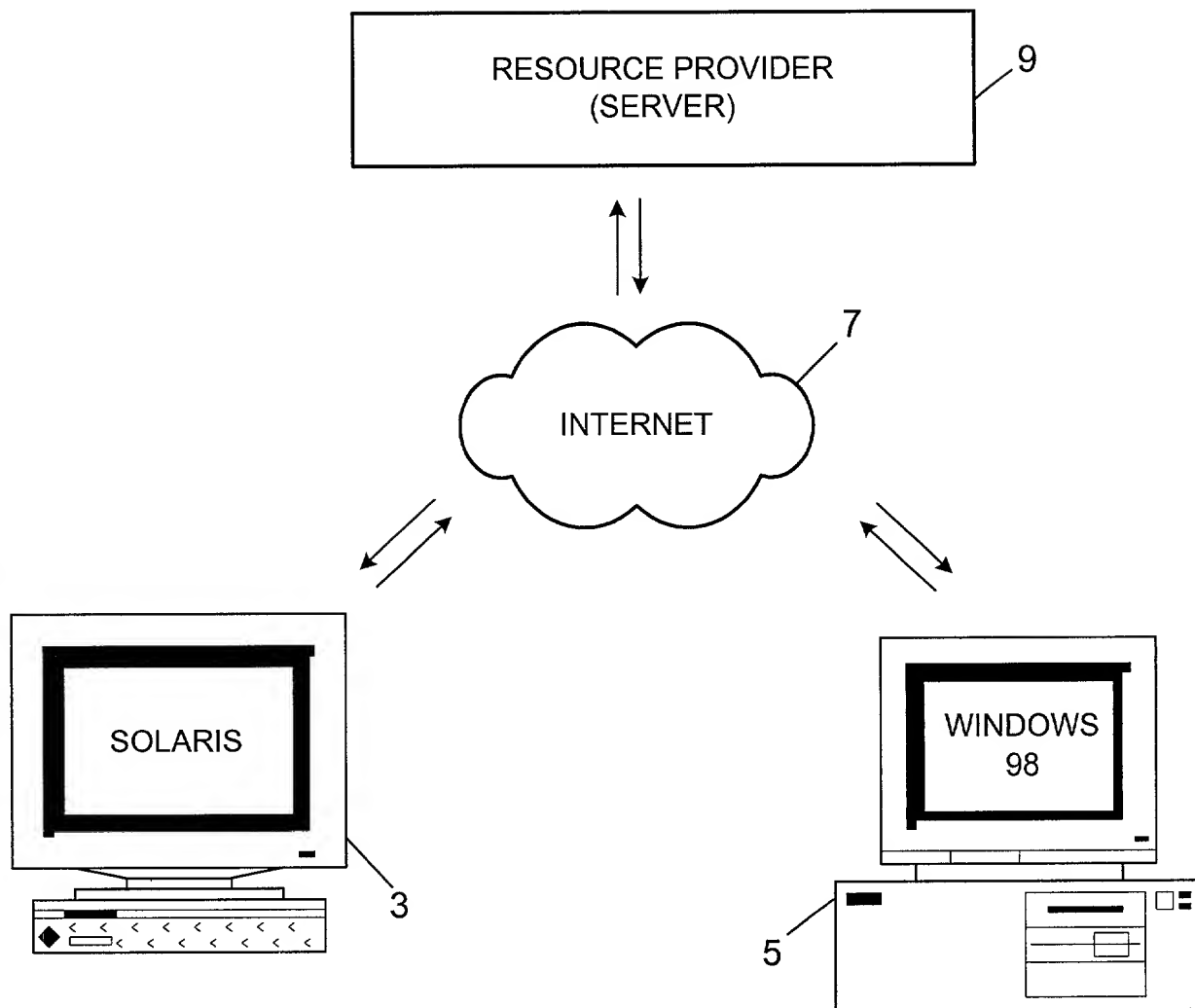
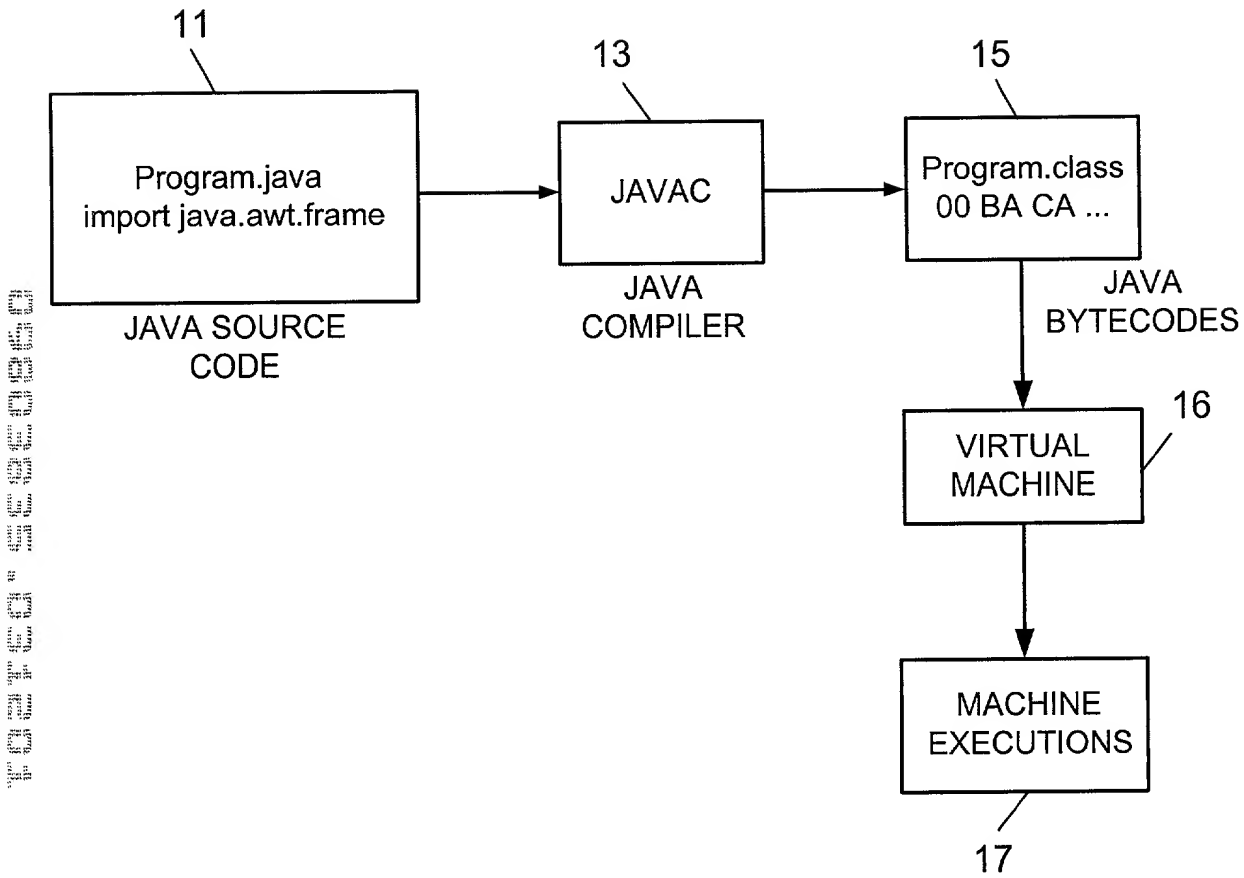


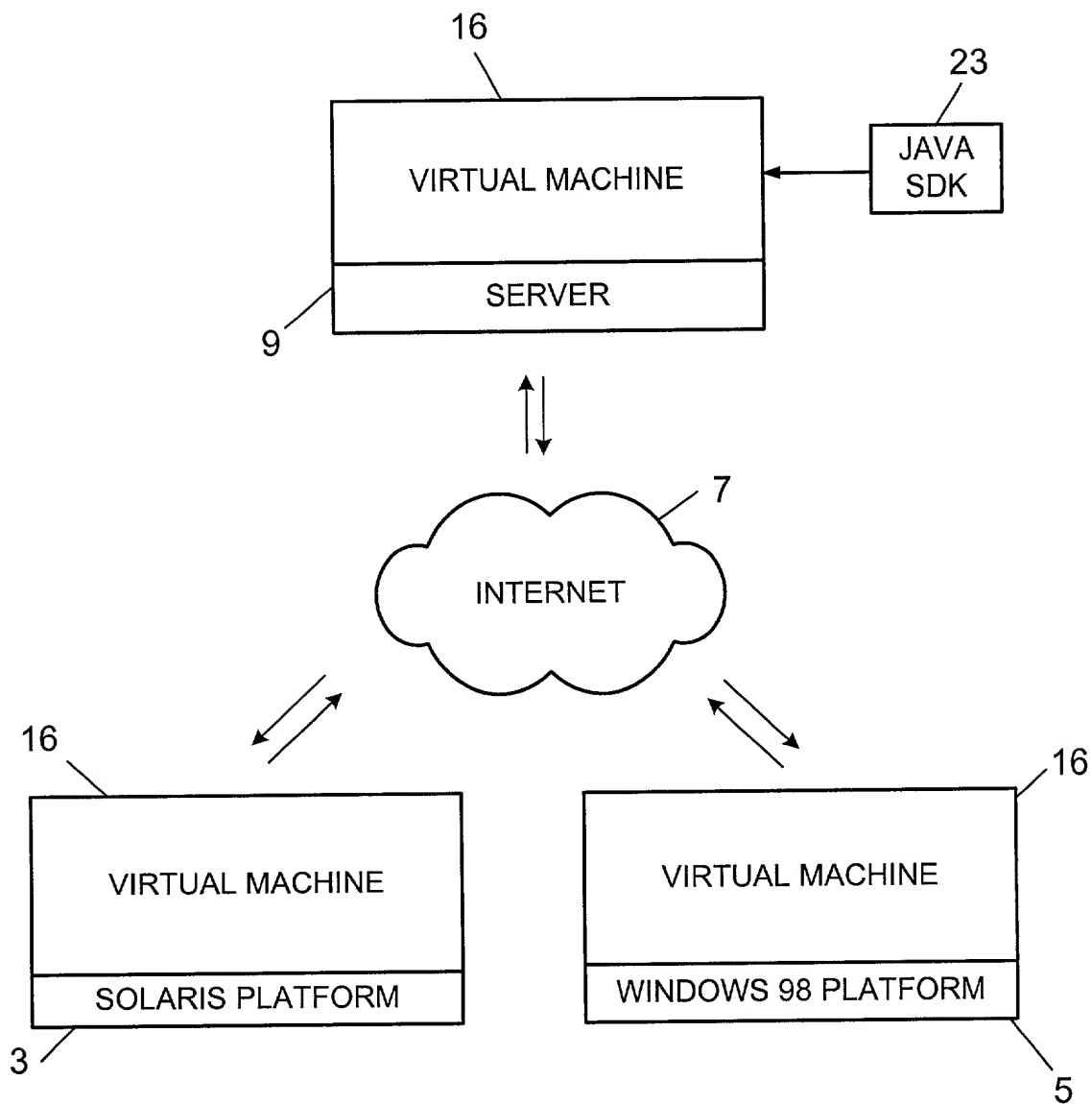
FIG. 1 is a block diagram of a network system. The system includes a Resource Provider Server (9) connected to an Internet (7). The Internet (7) is connected to two client computers: a Solaris computer (3) and a Windows 98 computer (5). Bidirectional arrows indicate communication between the server and the Internet, and between the Internet and each client computer.



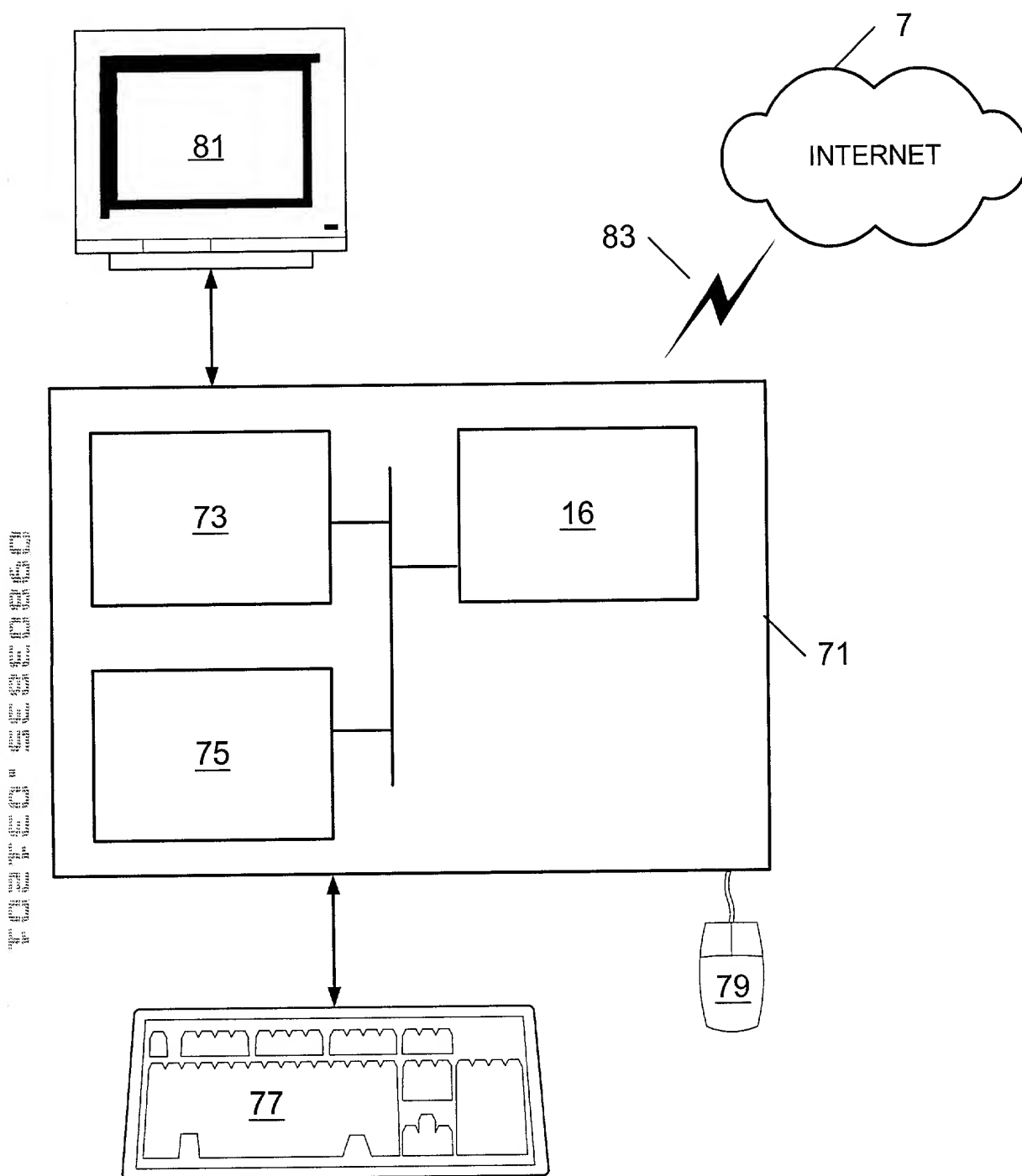
(PRIOR ART)
FIGURE 1



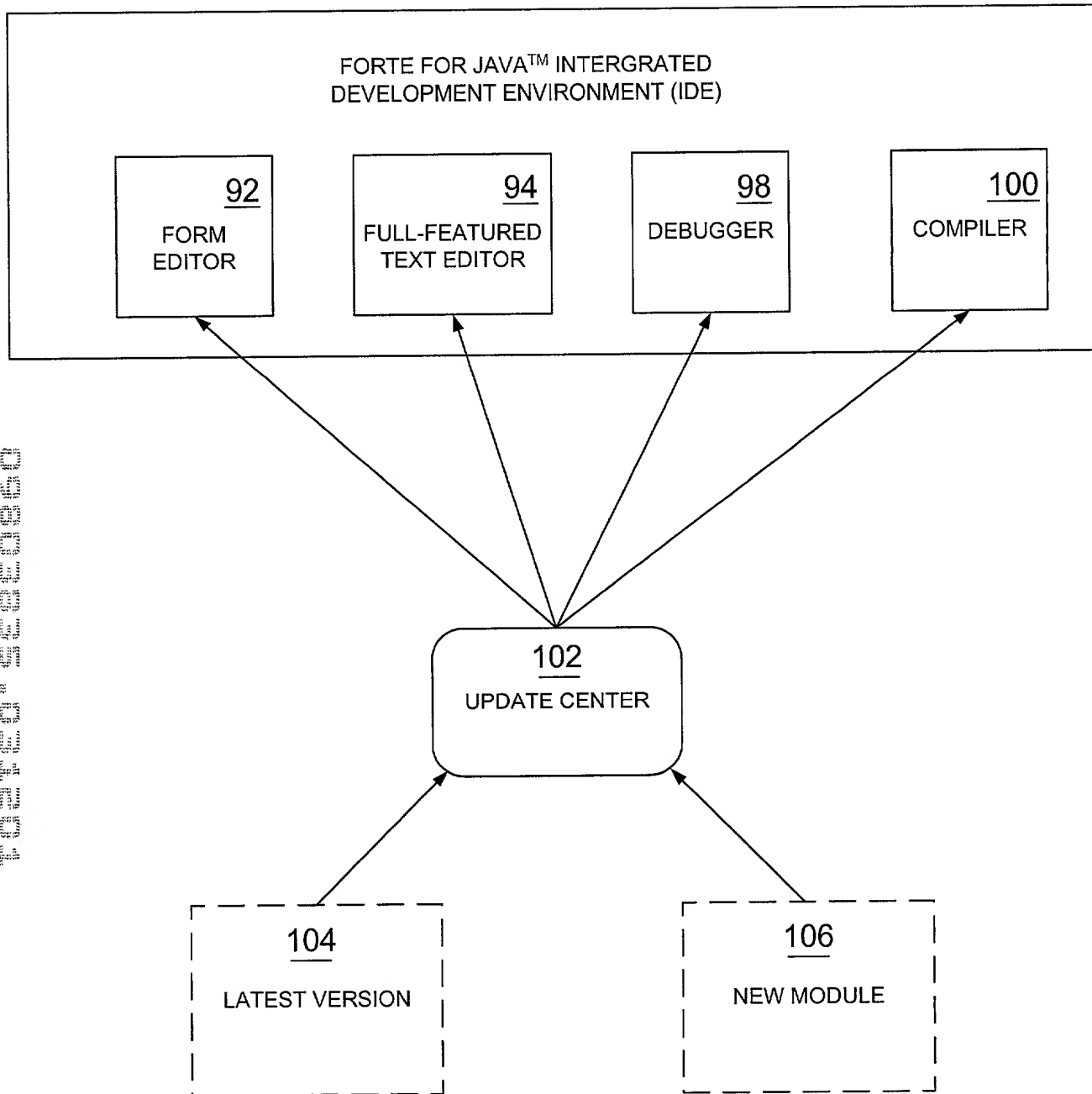
(PRIOR ART)
FIGURE 2



(PRIOR ART)
FIGURE 3

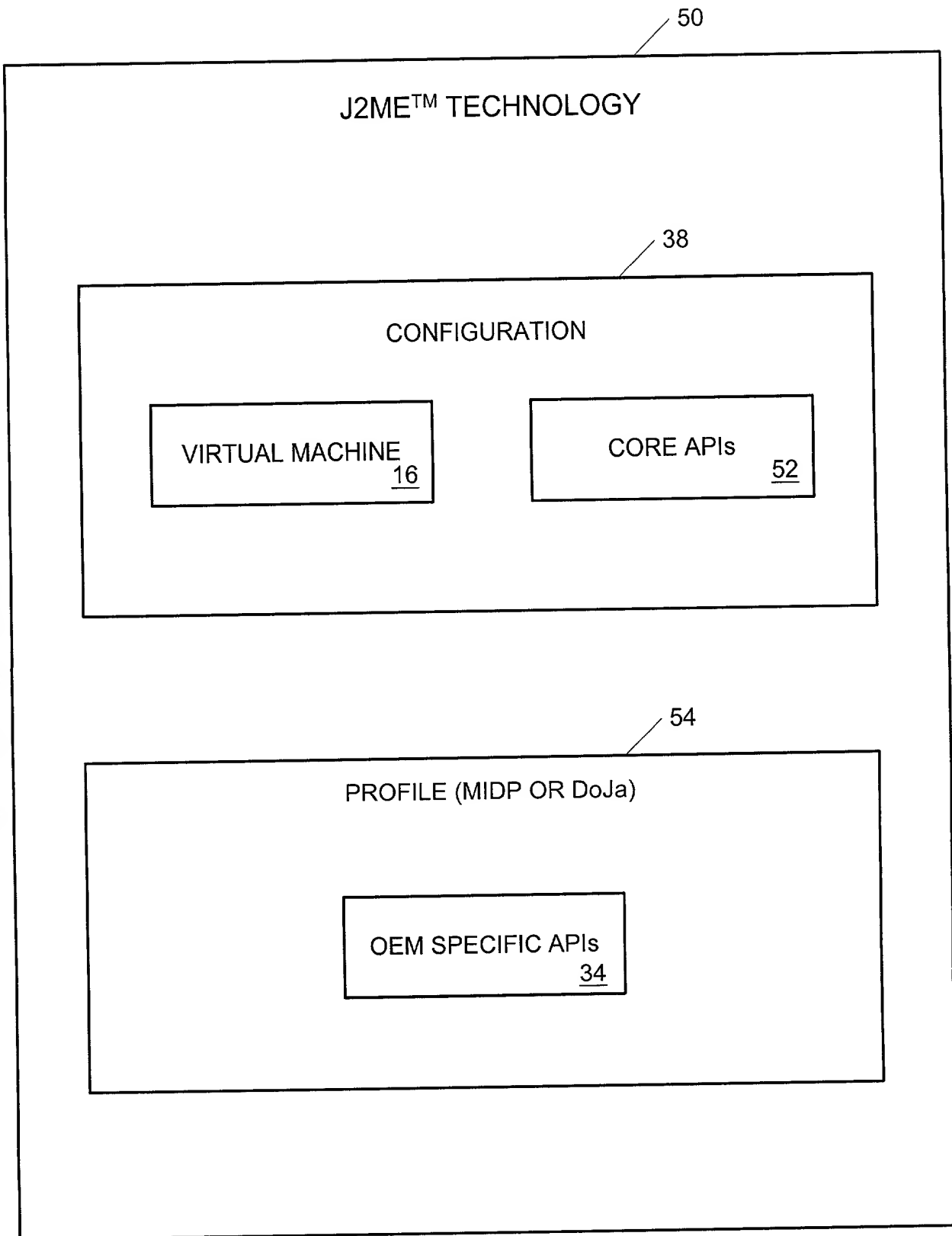


(PRIOR ART)
FIGURE 4

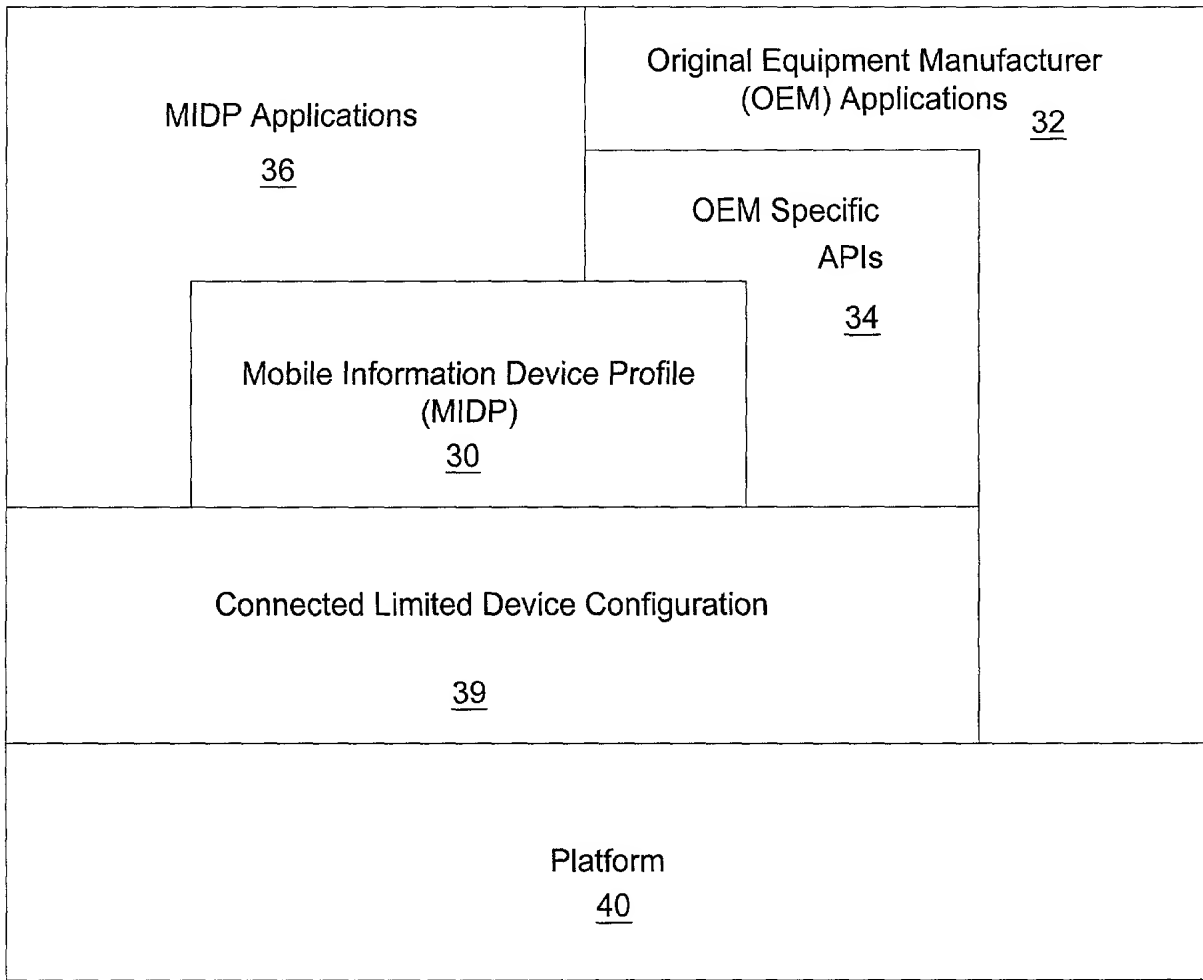


(PRIOR ART)
FIGURE 5

FIG. 6 is a block diagram of a J2ME™ technology architecture. The architecture is divided into two main sections: CONFIGURATION and PROFILE (MIDP OR DoJa). The CONFIGURATION section contains a VIRTUAL MACHINE 16 and CORE APIs 52. The PROFILE (MIDP OR DoJa) section contains OEM SPECIFIC APIs 34.

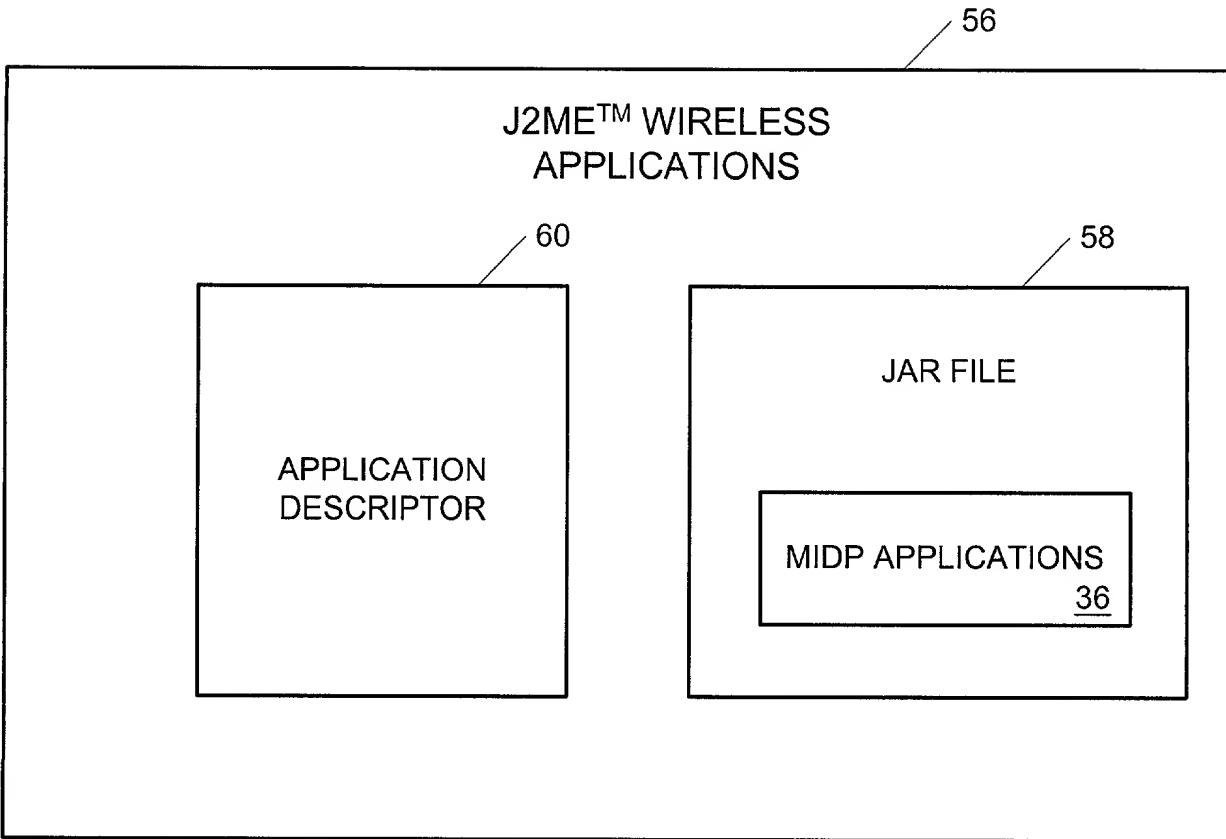


(PRIOR ART)
FIGURE 6



(PRIOR ART)
FIGURE 7

FIG. 8 is a block diagram of a J2ME™ WIRELESS APPLICATIONS environment. The environment includes an APPLICATION DESCRIPTOR (60) and a JAR FILE (58). The JAR FILE (58) contains MIDP APPLICATIONS (36).



(PRIOR ART)
FIGURE 8

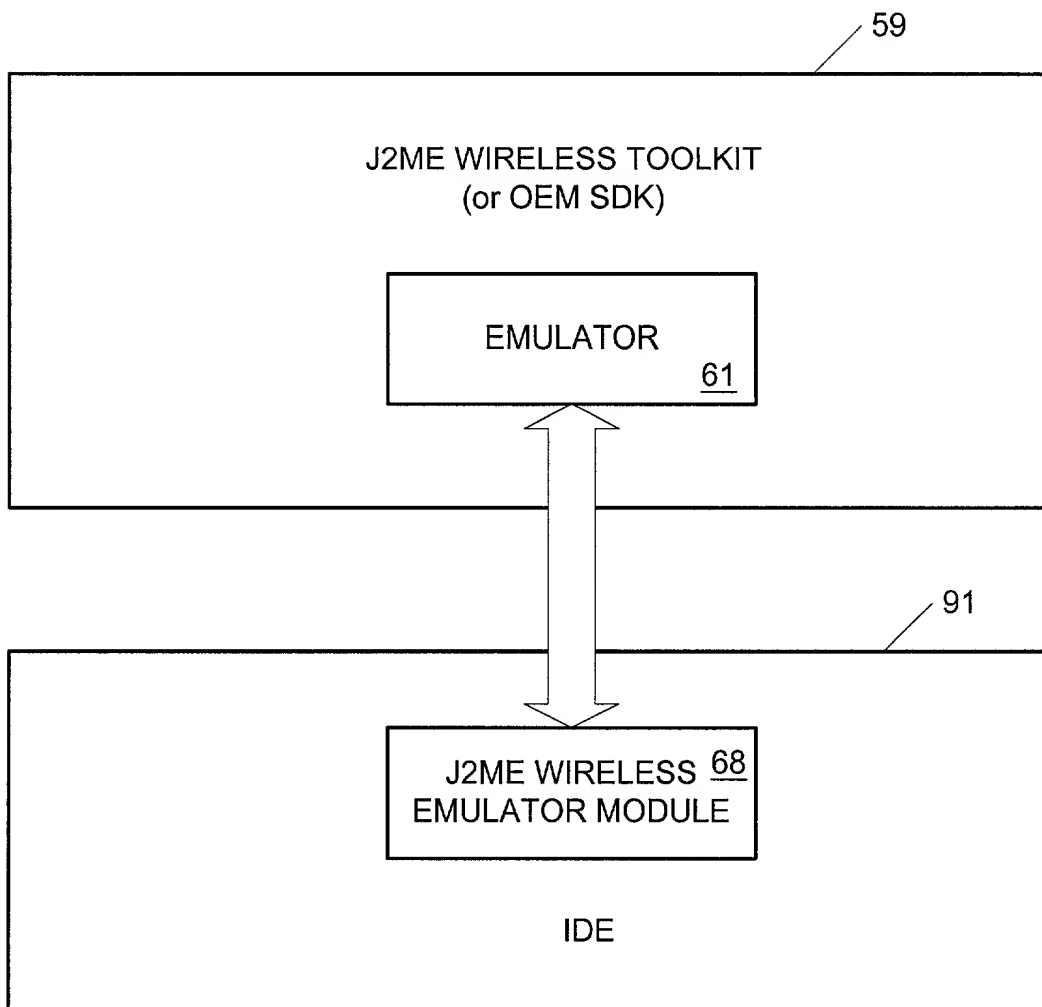


FIGURE 9

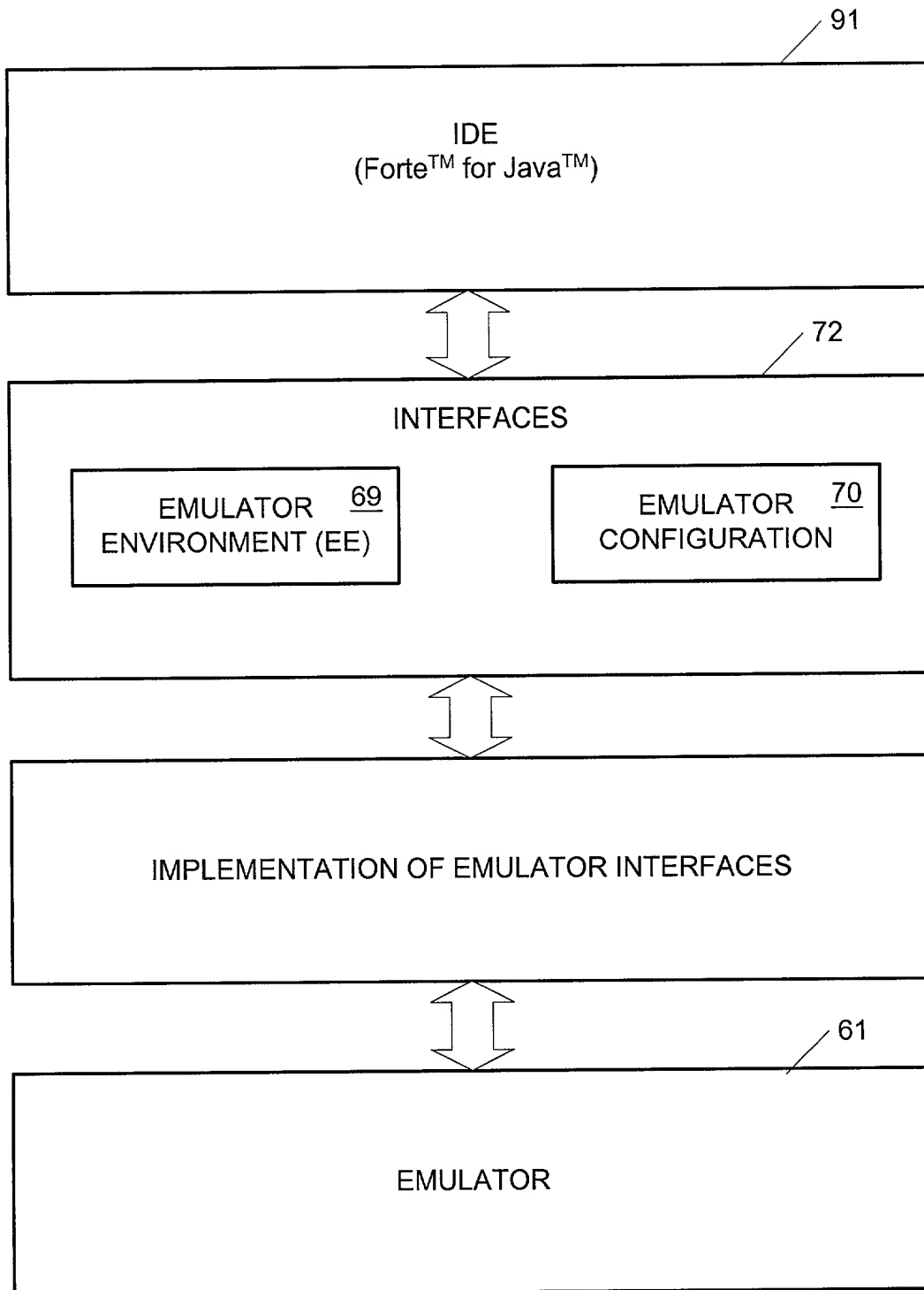


FIGURE 10

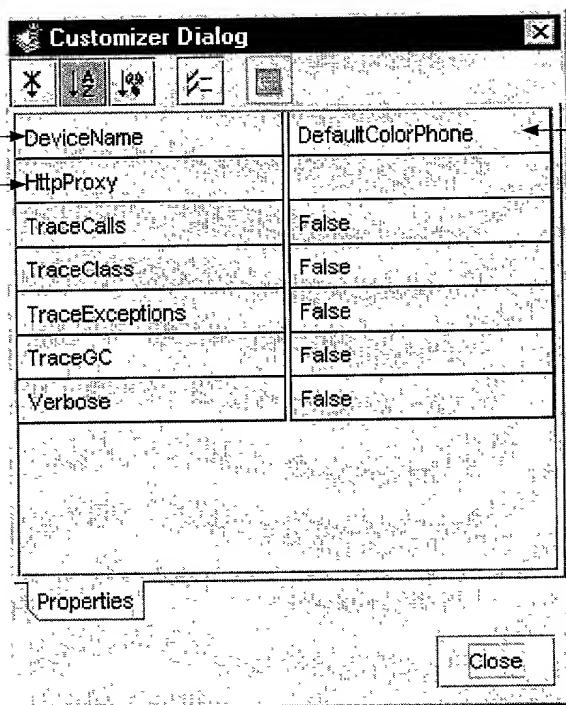


FIGURE 11

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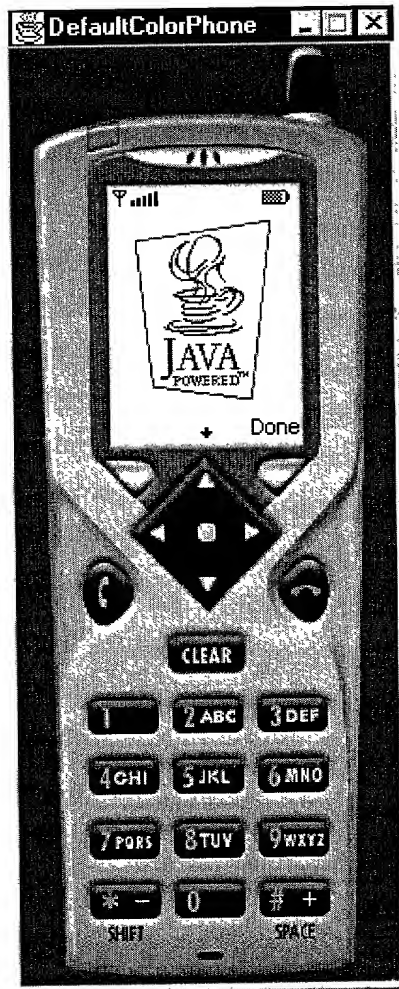


FIGURE 12

the first step in the process of creating a new application is to design the user interface. This involves determining the layout and appearance of the application, as well as the interactions between the user and the application. The design phase is crucial for ensuring that the application is both functional and user-friendly.

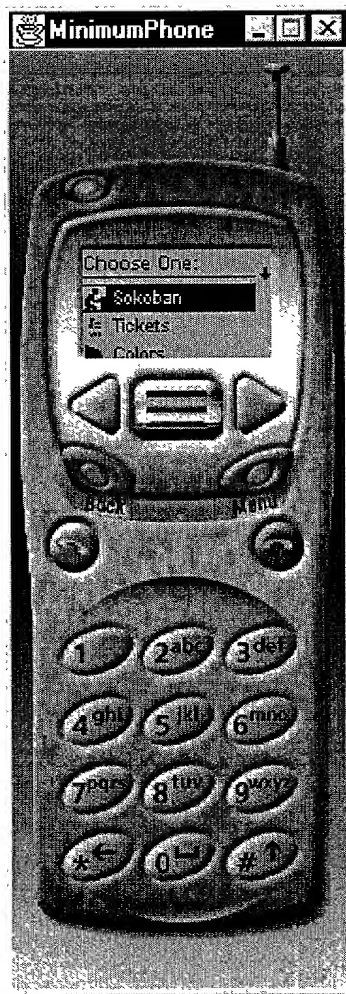


FIGURE 13

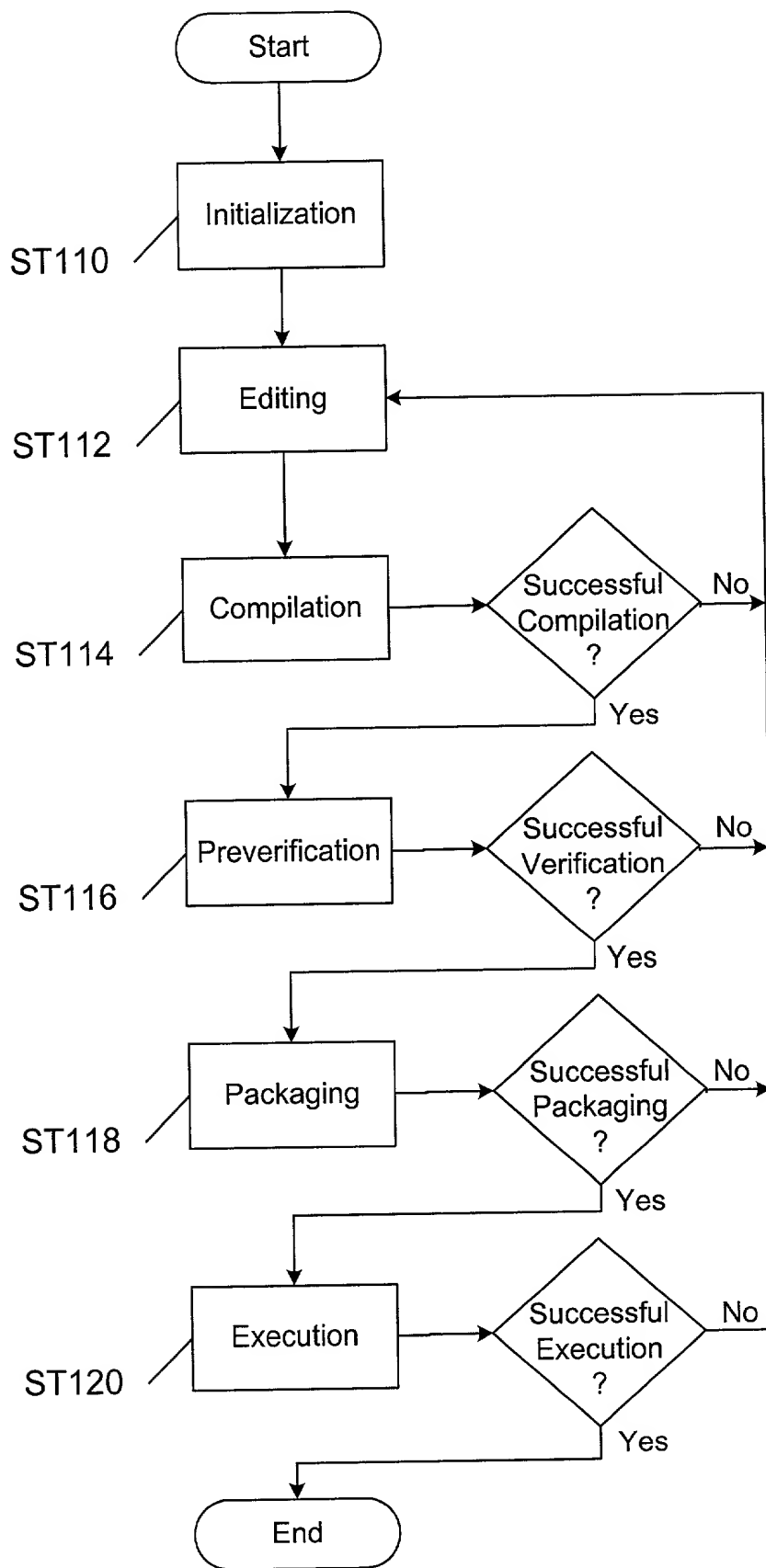


FIGURE 14

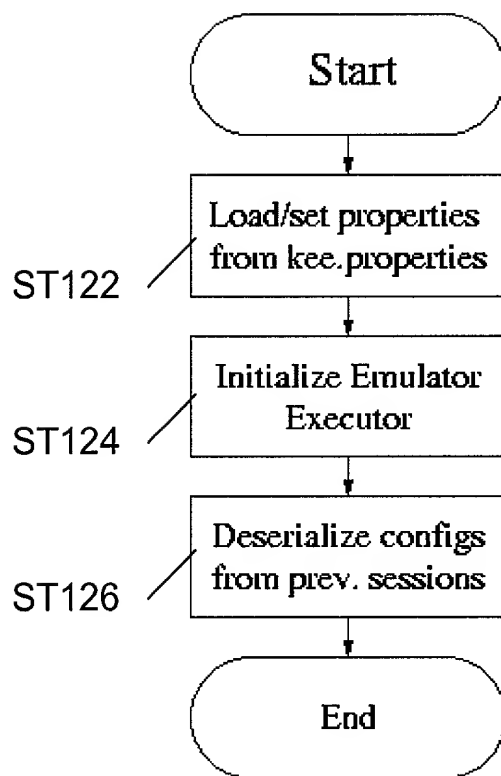


FIGURE 15

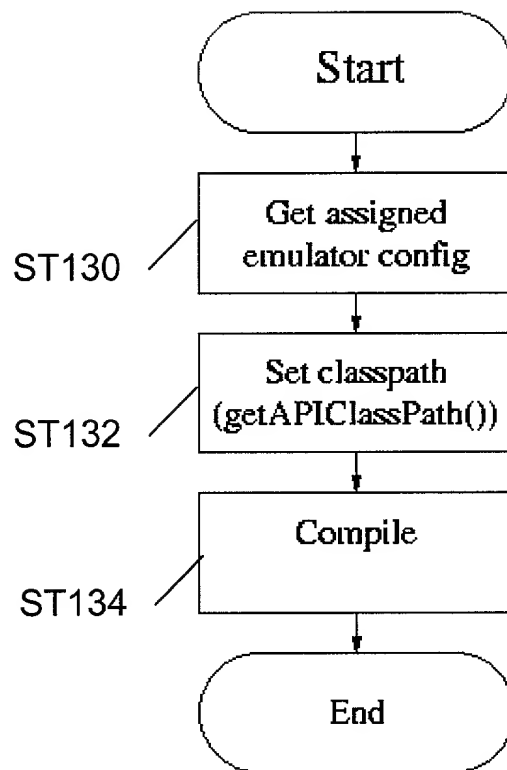


FIGURE 16

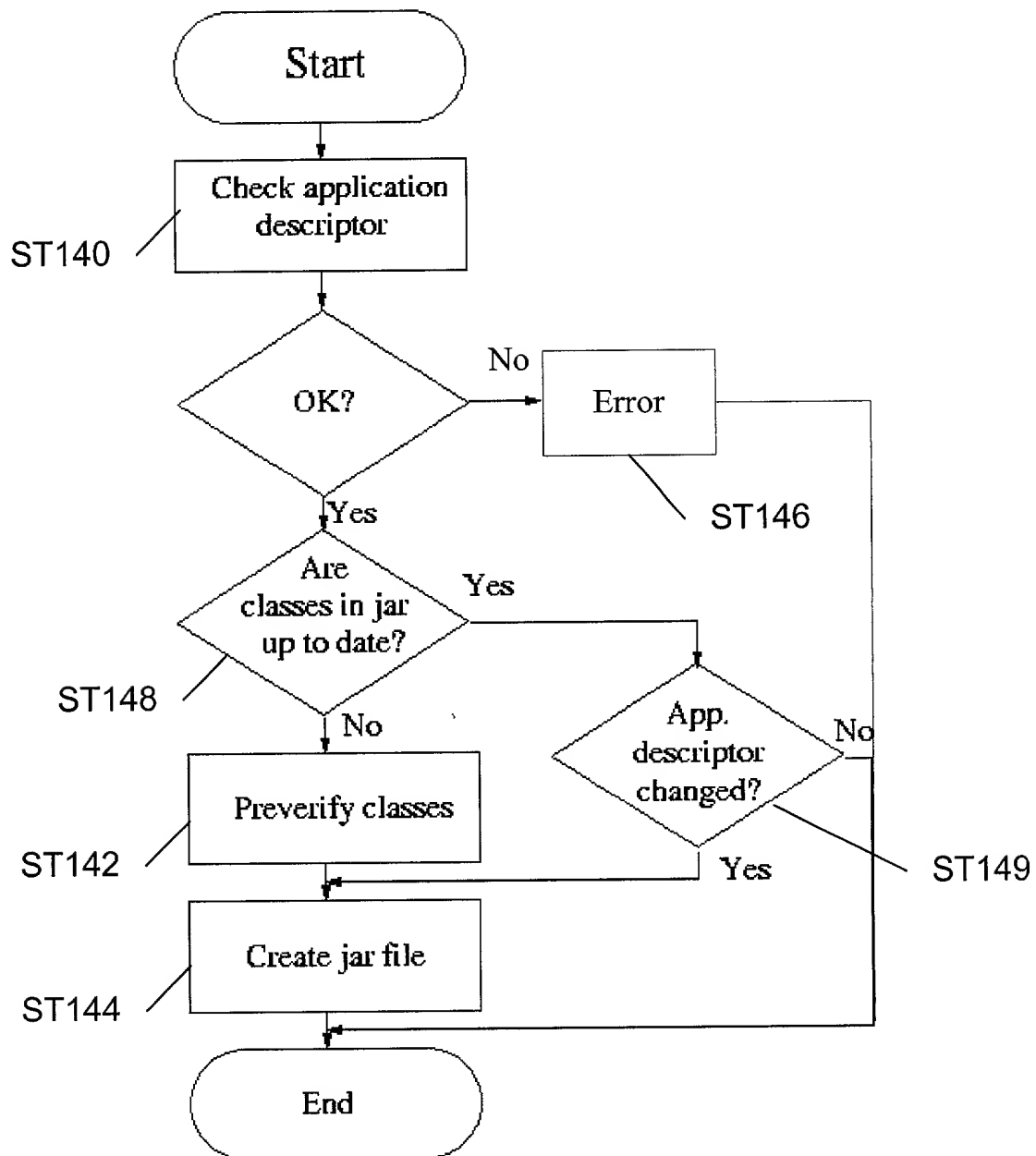


FIGURE 17

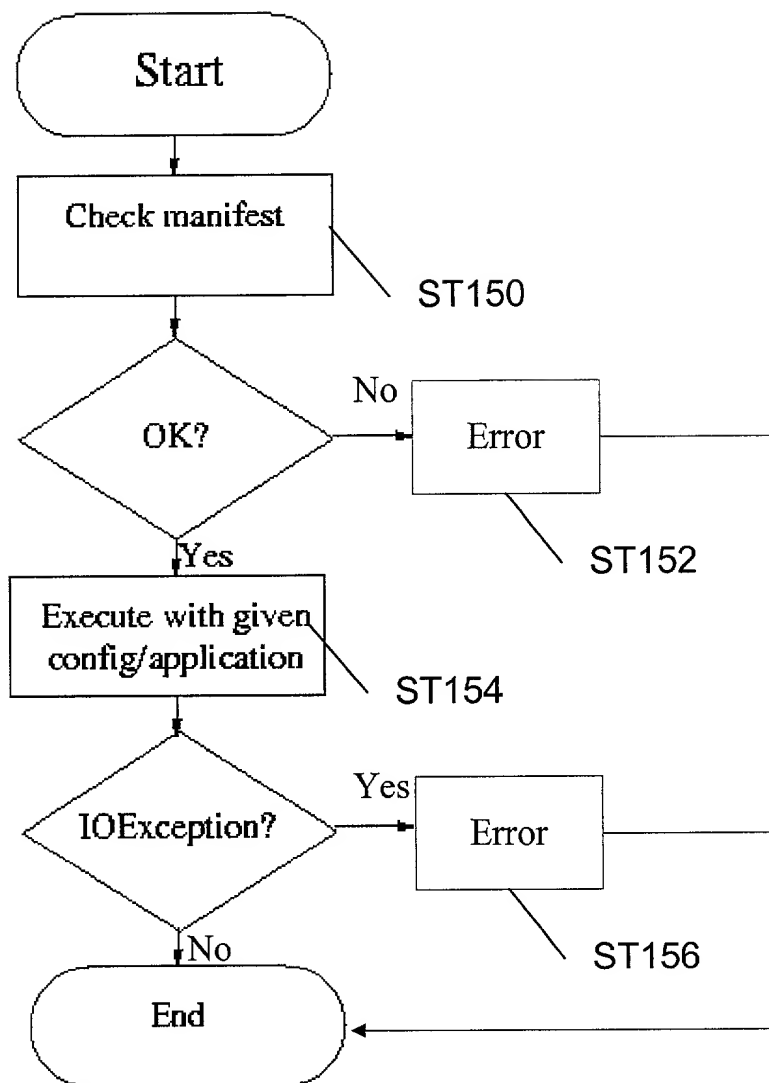


FIGURE 18

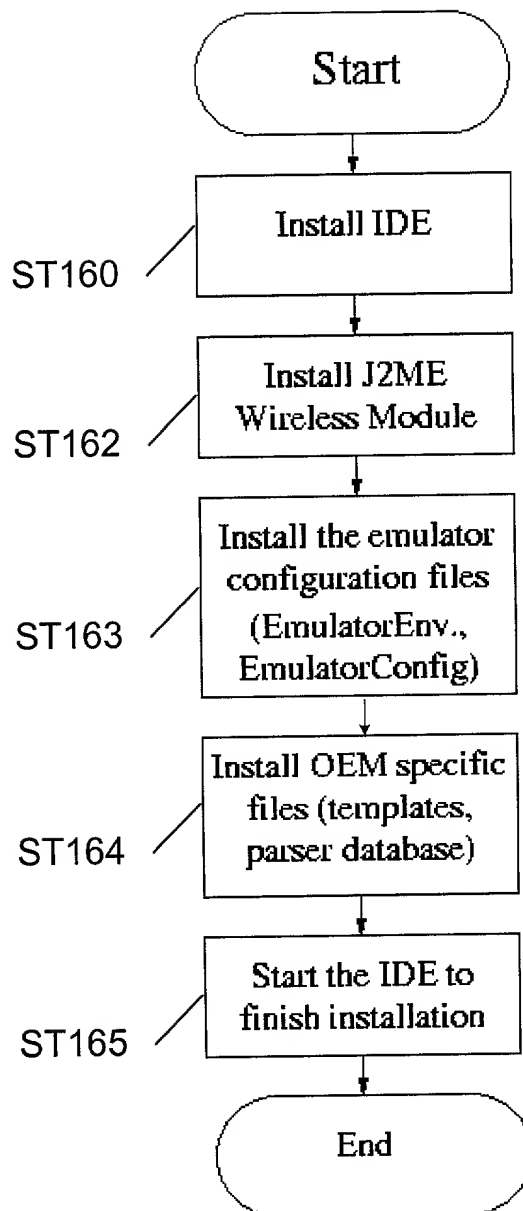


FIGURE 19

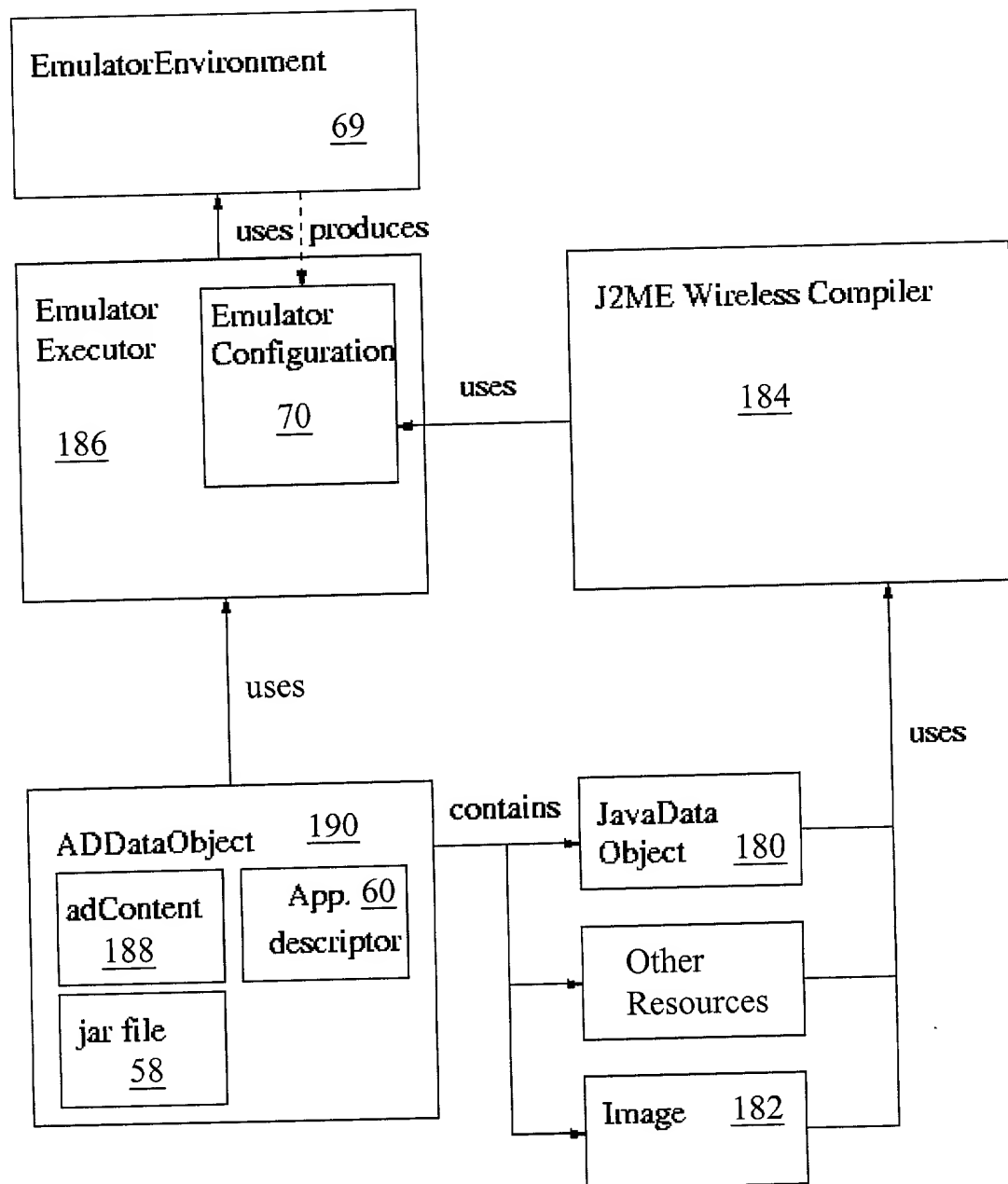


FIGURE 20